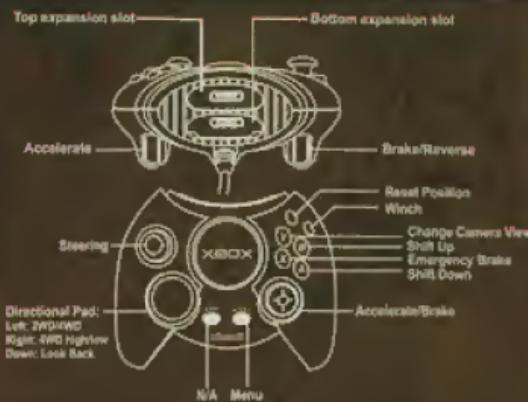
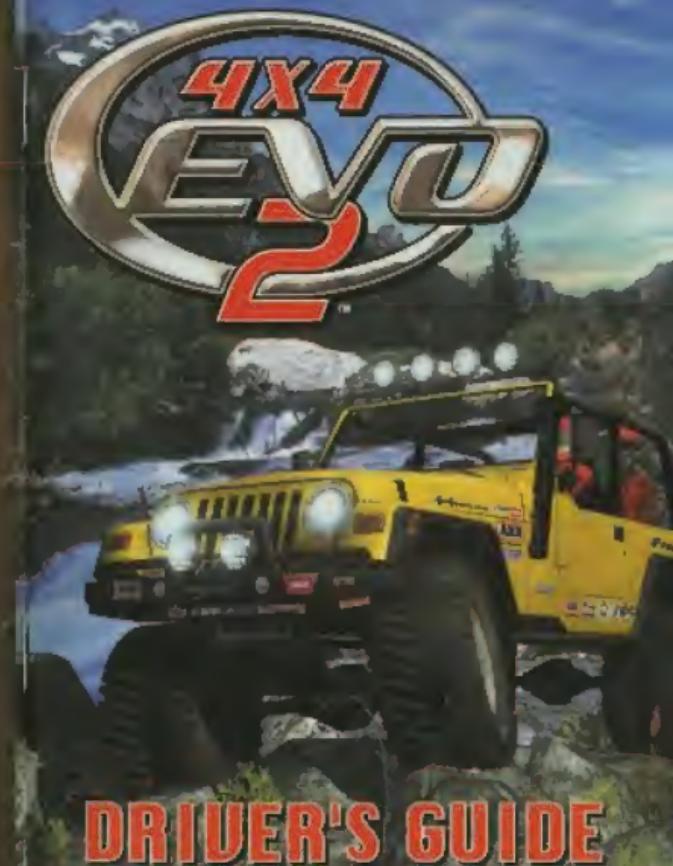


CONTROLLER CONFIGURATION



X XBOX



www.4x4evo.com



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ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- Sitting farther from the television screen,
- Using a smaller television screen,
- Playing in a well-lit room, and
- Not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AUDIO DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox™ games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox™ video game system documentation contains important safety and health information that you should read and understand before using this software.

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USING THE XBOX™ VIDEO GAME SYSTEM

Disc Tray



Controller port 1 Eject button Controller port 4
Controller port 2 Power button Controller port 3

- 1 Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
- 2 Press the power button and the status indicator light will light up.
- 3 Press the eject button and the disc tray will open.
- 4 Place the 4x4 Evo 2 disc on the disc tray with the label facing up and close the disc tray.
- 5 Follow on-screen instructions and refer to this manual for more information about playing 4x4 Evo 2.

AVOIDING DAMAGE TO THE DISCS OR THE DISC DRIVE

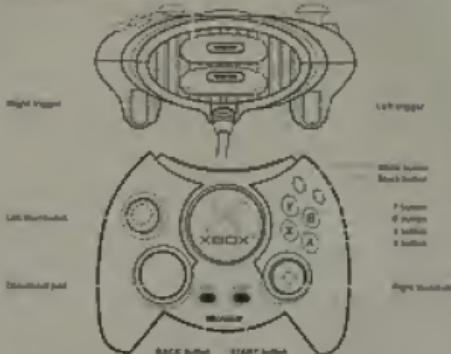
To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.

USING THE XBOX CONTROLLER

Expansion slot A

Expansion slot B



- 1 Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers into available controller ports.
- 2 Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
- 3 Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play 4x4 Evo 2.

DEFAULT CONTROLS

Right Trigger: Accelerate
Left Trigger: Brake
Left Thumbstick: Steering
Right Thumbstick: Accelerate/Brake
Directional Pad Down: Look Back
Directional Pad Left: 2WD/4WD
Directional Pad Right: 4WD High/Low
Start: Menu

White Button: Reset Position
Black Button: Winch
Y Button: Change Camera View
X Button: Emergency Brake
B Button: Shift Up
A Button: Shift Down

You may perform an in-game soft reset by pressing and holding down the Start and Back buttons for three seconds.

TITLE SCREEN

After the 4x4 Evo 2 demo has played you will be presented with the Title Screen and a Start option. You may bypass the demo at anytime by pressing any of the buttons.

START: Will bring up the Game Modes screen that will offer you several other options.

GAME MODES

QUICK RACE: This mode allows the player to race all courses up to 20 laps and against up to 5 opponents. Quick Race has the following setup screens.

SETUP RACE OPTIONS

CONTINUE: Go to the Vehicle Setup Vehicle screen.

RANDOM RACE: Tells the system to randomly select the track, weather and time of day for the Quick Race.

TRACK: Select a track to race on.

WEATHER: Select between the four weather modes: Clear, Foggy, Dense Fog or Rain.

TIME OF DAY: Select between two times of day, Midday, Dusk.

LAPS: Select the number of Quick Race laps (1 to 20).

COMPUTER DRIVERS: Select the number of competing computer-controlled drivers (0 to 5 AI drivers).

TWO PLAYER MODE: If more than one controller is inserted into the Xbox console, you may select Two Player Mode.

SETUP VEHICLE SCREEN:

GO RACE: Start the race with the settings you have chosen.

VEHICLE SELECTION: Select a truck to race. Choose from one of the vehicles in the list or use a saved career truck.

CLASS 1 VEHICLES ARE SHOWROOM STOCK.

CLASS 2 VEHICLES ARE LIGHTLY MODIFIED.

CLASS 3 VEHICLES ARE HEAVILY MODIFIED.

VEHICLE SETTINGS: Go to the Vehicle Settings screen. See the Vehicle Settings section for more information.

TIME ATTACK

Time Attack mode allows the player to compete for the fastest time or Hot Lap, on any track. In Time Attack races the player drives the course alone without any active competition. A ghost truck is semi-transparent and cannot collide with the player's vehicle. Beginning players can learn to run a course faster by closely observing and mimicking a ghost truck's racing line.

RACE SELECTION OPTIONS

START A NEW HOT LAP: Starting a new hot lap allows you to create a new ghost lap on a track. You have the option of running with a ghost vehicle or your best lap during a session or without one. Every time a faster lap is completed the Hot Lap ghost truck will be replaced. You can run up to 20 laps in your attempt to create a new ghost lap.

RACE AGAINST AN EXISTING HOT LAP: This allows you to race against an existing ghost lap that you or someone else created. After selecting the file you want loaded, the game loads that track and you can try to beat that ghost lap. You can run up to 20 laps in your attempt to create a new ghost lap.

VIEW AN EXISTING HOT LAP: Watch the replay of a saved or factory installed Hot Lap. This selection only allows the player to watch a ghost truck run an existing Hot Lap.

VIEW SELECTION OPTIONS

CONTINUE: Go to the Vehicle Selection Screen.

TRACK: Choose a Hot Lap course.

HOST: Display the ghost truck running the current Hot Lap for the chosen course.

VEHICLE SELECTION SCREEN

RACE HOT LAP: Starts the Hot Lap race.

VEHICLE SELECTION: Select a truck to race. Choose from one of the vehicles in the list or use a saved career truck.

COLOR SELECTION: Select the color of your truck.

VEHICLE SETTINGS: Go to the Vehicle Settings screen. See the Vehicle Settings screen for more information.

FREE ROAM

This mode allows the player to explore a track without the constraints of time, checkpoints or competitors. Each course also hides a secret somewhere within.

FREE ROAM SETUP SCREEN

CONTINUE: Go to the Vehicle Setup Screen

RANDOM: Tells the system to randomly select the track, weather and time of day for Free Roam.

TRACK: Select a Free Roam course

WEATHER: Select between four weather modes: Clear, Foggy, Dense Fog or Rain

TIME OF DAY: Select between two times of day: Midday, Dusk

TWO PLAYER MODE: If more than one controller is inserted into the Xbox console, you may choose to Roam with another player.

SETUP VEHICLE OPTIONS

ROAM TERRAIN: Start the Free Roam with the settings you have chosen.

VEHICLE SELECTION: Select a truck to roam in. Choose from one of the vehicles in the list or use a saved career truck.

COLOR SELECTION: Select the color of your truck

VEHICLE SETTINGS: Go to the Vehicle Settings screen. See the Vehicle Settings section for more information.

CAREER

In Career mode, you begin with no vehicle and \$30,000. You must buy a stock car then compete in races to earn more cash. You can use cash prizes to purchase parts and upgrade performance parts to customize them.

GARAGE

View the vehicles you have bought and customized, see which races you have completed and install/remove parts from your vehicles.

CHANGE VEHICLE: If you have purchased more than one vehicle you can switch them here

INSTALL/REMOVE: Install or remove various parts that you have purchased for your vehicle

VEHICLE STATISTICS: Look at your selected vehicle and see its vehicle statistics such as engine, horsepower, torque etc.

CAREER STATISTICS: Lists all races and shows which ones you have completed

VEHICLE PARTS OWNED: See which parts you have purchased for your vehicle

SELL VEHICLE: This option allows you to sell your vehicles. With each new part and upgrade you add to your vehicle the more it is worth.

PROFILES: Profiles allows you to create, save, load and rename your current profile. Your profile contains all the information about your current career such as lap records, how much money you have, what races you have won, what vehicles & parts you own, etc.

WASH VEHICLE: After a couple of races your vehicle can get pretty dirty. This option allows you to clean it up, for a price.

SHOPPING

Buy a new vehicle and purchase parts to upgrade your vehicles' performances.

BUY VEHICLE: This is where you purchase vehicles. There are 9 manufacturers and over 100 vehicles to choose from in your quest to become the Off-Road Champion.

BUY PART: In order to buy parts you must first own a vehicle. After which you may choose to upgrade your vehicle anyway you want.

There are 9 different part categories to choose from.

APPEARANCE: Appearance items upgrade the exterior of your vehicle, making it look better. Some appearance items may have a slight effect on the vehicles aerodynamics and weight.

BRAKES: The brake section contains parts you can purchase that improve stopping performance of your vehicle.

CHASSIS: The chassis section contains parts that you can purchase to improve the chassis of your vehicle. Typical improvements involve weight reduction and the stiffening of the chassis to improve handling.

DRIVETRAIN: The drivetrain section contains parts to improve the traction of your vehicle and the top speed or acceleration.

ELECTRONICS: The electronics section contains electronic parts that you can purchase to improve the engine performance of your vehicle. Typical improvements include Ignition systems and custom ECU's for fuel injection.

ENGINE: The engine section contains mechanical parts that you can purchase to improve the engine performance of your vehicle. Typical modifications include exhaust, ported cylinder heads, cold air intakes, etc.

LIGHTS: The lights section contains parts to improve the lighting of your vehicle.

SUSPENSION: The suspension section contains parts to improve the handling, ground clearance and suspension travel of your vehicle.

TIRES: The tire section contains parts to improve the traction and ground clearance of your vehicle.

RACING

Choose from four different types of races to compete in and earn money. You can choose between Series, Qualifying Events and Team. Some events have certain requirements before you are allowed to compete in them.

SERIES: Series are competitions where the player competes in several races for an overall series championship. The player receives money based on their finishing position in each race.

QUALIFYING EVENTS: Qualifying Events are special races that contain only a single race. Most series races require you to complete a qualifying event before you are eligible to compete in the series.

TEAM: If you build a big enough reputation as an off-road racer, you could be invited to try-out for a spot on a racing team. You increase your reputation by winning races. Winning races with the same kind of vehicle that a particular team uses will increase your reputation with that team faster. A team tryout race consists of five laps on the team's home course. You have to beat out five other applicants for the team. At the end of each lap, the racer in last place is eliminated from the race. Avoid being eliminated to make the team. Once on a team you will be given membership privilege access to purchase special race vehicles and parts.

MISSIONS

Accept a job to embark on an Adventure Mission. Successfully completing an Adventure Missions will earn you cash. At the outset of each mission, you will be given a mission briefing, objectives and a map. Check the map carefully, it will give you clues as to where the objective is in relation to where you are starting. In addition to the mission objective, every location contains hidden areas. Explore to find the hidden secrets and earn bonus cash.

REPLAY

The Replay Screen allows you to watch a portion of your previous race or one that has been saved to a file. The Replay Screen uses controls similar to a VCR. Beyond controlling the direction and speed of the replay, the camera angle and focus vehicle can be changed. You can save any replay to a file and watch it again at a later time.

RANKINGS

Allows you to view your best statistics on each track.

PROFILES

Profiles allows you to create, save, load and rename your current profile. Your profile contains all the information about your current career such as lap records, how much money you have, what races you have won, what vehicles & parts you own, etc.

OPTIONS

Options allows you to setup the game according to your preferences. You can adjust controls, game play and sound settings.

SOUND OPTIONS

Mute: Turn all sound off.

Sound Effects: Adjust the sound effects volume.

Background Music: Adjust the music volume.

SCREEN DISPLAYS OPTIONS

Conversion Units: Toggle between Metric (kilometers) or English

(Miles per hour) units of speed

FINDER: Toggle the checkpoint finder arrow on/off

RACE INFORMATION: Toggle the race information overlay on/off

MAP: Toggle the racetrack map on/off

GAUGES: Toggle between Analog, Digital gauges, or OFF

CONTROLLERS

Controller Setup: This is where you can set up your controller. You can choose between three different configurations and toggle the Vibration function ON/OFF.

CREDITS

View the names of the creative team behind 4x4 Evo 2

IN-GAME MENU

MENU: If you press START to bring up the menu during a race you will be given a list of options you can toggle ON/OFF.

SHOW CONTOUR MAP: This brings up a contour map of the track and the surrounding area. Press the Right Trigger to Zoom in, the Left Trigger to Zoom out, and the Right Thumbstick to center the map.

VIEW: This allows you to switch camera views. There are a total of 7 views to choose from. At the beginning of a race you may select 3 different camera views for quick access. When you choose the 3 views you prefer you can switch between them easily by pressing the Y button.

MIRROR: This rear view mirror allows you to check on what's going on behind you and lets you know how close the competition is.

OVERLAY: The Overlay is in the upper left hand corner of the screen. It displays your lastest lap time, the current lap, the total number of laps, your current position, the total number of racers and the total race time.

FINDER: The Checkpoint Finder appears as an arrow in the upper center of the screen. If points to the next checkpoint you must cross to complete the race. A green Checkpoint Finder Indicates correct driving direction or towards the next checkpoint. A red Checkpoint Finder Indicates driving in the wrong direction or away from the next checkpoint. You can toggle your Finder ON/OFF. When you select to have the Mirror on, the finder will be located in the lower right hand side of the screen.

MAP: The track map appears in the upper right of the screen. It shows the general course of the track as well as the positions of all vehicles racing. Use the Track Map to alert you to upcoming turns as well as check your position relative to competing vehicles. You can toggle your Map ON/OFF.

GAUGES: The Gauges appear at the bottom left hand corner of the screen. It displays your vehicle's tachometer (RPM) speedometer, odometer, current gear and current four-wheel drive mode. You can toggle your gauges between analog, digital or OFF.

DRIVER NAMES: You can toggle the names of your opponents ON/OFF.

SONG: Here you can change the current song or turn the music off entirely. There are 14 songs to choose from.

QUIT: This will allow you to quit the race.

VEHICLE SETTINGS

Proper vehicle setup is crucial to achieving top performance. Players can adjust the Tire Type, Transmission and Handling Balance on all vehicles. To adjust other options, a certain performance part must be installed on the vehicle.

TIRE TYPE

Each Tire Type is designed to provide optimum traction on specific surfaces:

SHALLOW CUT: The Shallow Cut tire has no tread pattern and is designed for pavement only.

MEDIUM CUT: The medium cut tire has a tread pattern designed for dirt and gravel roads.

DEEP CUT: The deep cut tire has very aggressive tread pattern and is designed for mud and sandy terrain.

STUDDED: This studded tire features both a tread pattern and rows of metal studs and is intended for use on snow and icy surfaces.

TRANSMISSION TYPE

The two available Transmission Types are automatic and manual:

AUTOMATIC: The automatic transmission will perform shifting for you. It shifts based on preset rpm's.

MANUAL: The manual transmission requires you to perform all up and down shifting. It allows you to shift exactly when you want.

SUSPENSION

In order to enable the suspension setting your vehicle must be equipped with race springs/damppers. If springs/damppers do not come stock on your truck, you can purchase them in Career Mode. The suspension settings allow you to adjust the relative stiffness of the spring/damper combination.

SOFT SETTING: A soft setting will allow your vehicle to ride smoothly over bumps and rough terrain and will make your vehicle less responsive to steering input.

STIFF SETTING: A stiff setting will make your vehicle bounce over bumps and rough terrain. A stiff setting will make your vehicle more responsive to steering input.

1-4 **AXLE RATIO:** In order to enable the Axle Ratio setting your vehicle

must be equipped with a racing gearbox or a ring-and-pinion gear set. If a racing gearbox or ring-and-pinion gear set does not come stock with your vehicle you can purchase one in Career Mode. The Axle ratio setting allows you to adjust the final drive of your vehicle.

GREATER ACCELERATION: Adjusting the slider to the left will give your vehicle greater acceleration but less top speed. Greater acceleration is useful on tracks that have lots of tight and twisty corners and no straights.

GREATER TOP SPEED: Adjusting the slider to the right will give your vehicle greater top speed potential but slower acceleration. Greater top speed potential is useful on tracks that have very fast corners and long straights.

BRAKE BALANCE

In order to enable the Brake Balance setting your vehicle must be equipped with a brake-proportioning valve. If a brake-proportioning valve does not come stock with your truck you can purchase one in Career Mode. The Brake Balance setting allows you to adjust how the vehicle behaves while braking.

FRONT BRAKING: Adjusting the slider towards the front (left side) will distribute more braking power to the front of the vehicle. More front braking will cause your vehicle to be very stable while braking but very difficult to turn while braking.

REAR BRAKING: Adjusting the slider towards the rear (right side) will distribute more braking power to the rear of the vehicle. More rear braking will cause your vehicle to be very unstable while braking but very easy to turn while braking.

HANDLING BALANCE

Adjust how the vehicle is balanced when cornering.

UNDER STEER: Adjusting the Slider towards Under Steer (left side) makes the vehicle easy to control but difficult to turn.

OVER STEER: Adjusting the slider towards Over Steer (right side) makes the vehicle difficult to control but easy to turn.

WINCH

A winch will help you recover from rolls more quickly and can be attached to nearby objects to pull your truck up steep hills and inclines. You truck must be equipped with a bull bar in order to mount a winch to it. To use the winch press the Black button and use the crosshair to aim at what object you want to attach it to. If the crosshair turns red then you can use the winch there. To disengage the winch simply press the Black again.

GENERAL TIPS

Set the Handling Balance as close to full Over Steer as possible while retaining the ability to turn laps without spinning out or sliding too much. Too much sliding will make you lose speed and result in slower lap times.

Look for short cuts between check points. Always try to take the shortest path possible.

Try to keep your tires on the ground at all times. When tires lose contact with the surface they are unable to accelerate your vehicle.

Use the handbrake to take tight corners or obstacles without dropping too much speed.

When climbing a slope too slowly, shift down to a lower gear (Manual Transmission only). If that doesn't produce the desired result, try using four-wheel drive low mode.

If your tires are spinning too much, do not use full throttle.

Starting off in four-wheel drive low will give you extra punch off at the starting line. Don't forget to change to four-wheel drive high before you lap out in your highest gear.

For Adventure Missions, you will want to purchase the biggest lift and largest tires possible to help your vehicle drive over rock obstacles.

CREDITS

Dedicated to the Loving Memory
of Doug "Fresh" Myros

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